

## Warranty Information

Dear Customer,

Thank you for purchasing Digitz. We're certain that you will be satisfied with this product.

Educational Insights products are guaranteed to function for one year. Educational Insights warrants each Digitz unit against factory defects in material and workmanship for one year from the date of purchase to the original purchaser only. This warranty is invalid if the damage or defect is caused by accident, consumer abuse, or unauthorized alteration or repair.

This warranty does not cover any claim concerning worn-out or defective batteries.

If your Digitz unit fails to operate satisfactorily during the first year after purchase, return it postage prepaid with your check or money order for \$6.50 for handling and inspection. Be sure to include the product, your name, address, proof of purchase, and a brief description of the problem. Send this information to the factory service center listed below. If the unit is found to be defective within the first year, it will be repaired or replaced at no further cost to you.

### OUT OF WARRANTY SERVICE POLICY

If your Digitz unit requires service after expiration of the one-year, limited-warranty period, see below for charges. Educational Insights will service or replace it with a reconditioned unit at our option upon receipt of the unit and your check or money order.

El-8475      Digitz      \$25.00

### SERVICE CENTER

Direct all returns to:  
Educational Insights  
Customer Service Department  
380 N. Fairway Dr.  
Vernon Hills, IL 60061

### CANADIAN CUSTOMERS

Please call Customer Service (1-800-933-3277) for instructions to return defective units. Charges are listed in U.S. dollars. Please send Canadian dollars in U.S. equivalent, plus \$6.50 for postage and handling fee.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Connect the equipment into a different outlet from the receiver.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

**NOTE:** The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.

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**TELL EDUCATIONAL INSIGHTS:** We welcome your comments or questions about our products or service.

**CALL:** (800) 995-4436 Monday-Friday

**EMAIL:** service@edin.com **OR VISIT OUR WEBSITE:** [www.EducationalInsights.com](http://www.EducationalInsights.com)

El-8475  
Ages 8+  
Grades 3+



Kids play their way to multiplication mastery with this portable game station.

Digitz features FIVE fun games that reinforce important multiplication concepts such as multiples, multiplication facts, factors, factor pairs, and sequencing. Digitz is great for self-directed practice at school or home.



**FIND THE  
MISSING  
NUMBER IN THE  
SEQUENCE.**

**Educational  
Insights®**



# Digitz Features

## ANSWER PADDLES

Press paddles to choose the correct answer.

## LCD WINDOW

Math problems and elapsed time appear here.

## ON/OFF BUTTON

Digitz automatically shuts down after 30 seconds of inactivity.

## VOLUME DIAL

## GAME BUTTONS

Select a game by pressing one of these buttons.

## AC ADAPTER JACK

Digitz can be powered by an AC adapter (EI-8702) sold separately. See page 3 for instructions.

## LED NUMBER

Easy-to-read bright red numbers

## HEADPHONE JACK

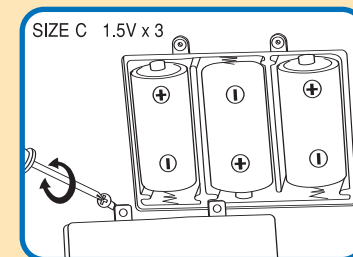
## BATTERY COMPARTMENT

Digitz can be powered by 3 C batteries (not included). See page 3 for battery instructions.

BACK OF UNIT

## Battery Instructions

When display dims or is blank, replace the old battery with 3 new C batteries. To replace, carefully remove the battery compartment door (located on the bottom of the unit) from the battery compartment. Install three (3) fresh C batteries in the battery compartment, carefully following the diagram showing correct battery installation. This diagram is found next to the battery compartment.



- Do not use rechargeable batteries.
- Do not mix old and new batteries.
- Do not mix different types of batteries: alkaline, standard (carbon zinc), or rechargeable (nickel-cadmium) batteries.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- To prevent corrosion and possible damage to the product, it is recommended to remove the batteries from the unit if it will not be used for more than two weeks.

**Cleaning instructions:** Clean Digitz with a damp or dry cloth—do not immerse or spray any liquid or water on Digitz.

## Operating Digitz with the Adapter

With the optional AC adapter, Digitz can run indefinitely without batteries. Follow these steps for using the adapter with your Digitz unit:

1. Plug the end of the adapter cord into the AC adapter jack located on the back of the Digitz unit.
  - The Digitz unit must only be used with the recommended AC adapter. Adapters are available from your authorized Educational Insights dealer. The Educational Insights stock number is EI-8702.
  - The AC adapter should be examined regularly for damage to the cord, plug, enclosure, and other parts. In the event of such damage, do not use the AC adapter until the damage has been repaired.
  - Disconnect the Digitz unit from the AC adapter before cleaning.
  - The AC adapter unit is not a toy.
2. Carefully plug the adapter body into an electrical outlet.
  - The Digitz unit must not be connected to more than the recommended number of power supplies.
  - Digitz is not suitable for children under three (3) years of age.

It is strongly recommended that you keep Digitz plugged in whenever possible to conserve battery power.



# Digitz Games

## Getting Started

Before using Digitz the first time, install 3 C batteries (not included). See page 3 for battery instructions.

- 1 Press POWER to turn on the unit.
- 2 Then choose a game by pressing one of the five orange GAME buttons located under the WINDOW.

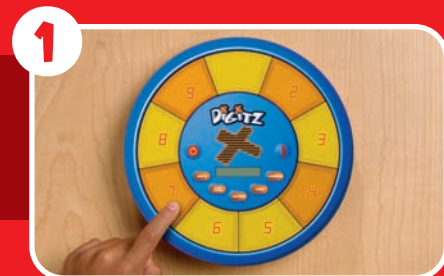
## How to Play



### Skip It!

*Nine multiples of a number appear on the answer paddles.*

*Press the multiples in order, from least to greatest.*



Choose a multiple to practice.



Press the multiples on the **ANSWER PADDLES** from lowest to highest.



When all the multiples have been correctly pressed in order, your final elapsed time appears in the **WINDOW**.

### Fast Facts

*Random multiplication facts appear on the LCD screen.*

*Press the answer paddle with the correct answer.*



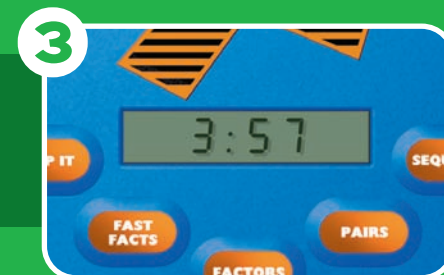
Choose a fact to practice.



Read the problem in the **WINDOW** and press the correct **ANSWER PADDLE**.



If you press an incorrect answer, you will be asked this problem again at the end of the game.



When you have correctly answered all 10 problems, your elapsed time appears in the **WINDOW**.

# Factor Frenzy

Similar to Fast Facts except 1 factor is missing.

Press the answer paddle to complete the equation.



Choose a factor to practice.



Read the problem in the **WINDOW** and press the correct **ANSWER PADDLE**.



If you press an incorrect answer, you will be asked this problem again at the end of the game.



When you have correctly answered all 10 problems, your elapsed time appears in the **WINDOW**.

# Factor Pairs

A number appears on the top paddle.

Press the two answer paddles that are factors of the number.



Press the two **ANSWER PADDLES** that are factors of the top product.



If you press an incorrect answer for either factor, that math problem will appear again at the end of the game.



When you have correctly answered all 10 problems, your elapsed time appears in the **WINDOW**.

# Sequence

A sequence is shown at the top.

Press the number at the bottom that completes the sequence.



Choose a level: 1, 2, or 3.  
Level 1—multiples of 2, 3, and 4.  
Level 2—multiples of 4, 5, and 6.  
Level 3—multiples of 5, 6, 7, 8, and 9.



Read the sequence of numbers on the top. What number is missing from the sequence?



Press the **ANSWER PADDLE** that correctly completes the sequence.



As you play, your time appears in the **WINDOW**. When you have correctly completed all 10 sequences, your final elapsed time is displayed.